

Claim 1. (Currently Amended) A method for transmitting a data packet by a router,

wherein the router performs said method which comprises the steps of:
determines determining a receiver for the data packet;
checks checking an affinity value of the data packet;
attenuates attenuating a payload of the data packet depending on the affinity value of the data packet;
checks checking an affinity value assigned to the determined receiver; and
sends sending the attenuated data packet to the determined receiver, if the determined receiver shows the same affinity value as the data packet.

Claim 2. (Original) A method according to claim 1, whereby the router comprises a table in which affinity values of receivers are stored, whereby the router compares the affinity value of the data packet with the affinity values of determined receivers stored in the table and selects determined receivers that have the same affinity value as the data packet, and whereby the router sends the data packet to at least one of the selected receivers.

Claim 3. (Original) A method according to claim 1, whereby the router drops the data packet if no receiver shows the same affinity value.

Claim 4. (Original) A method according claim 1, whereby the router attenuates the data packet in two different ways, when a data packet comprises two affinity values and the router finds a first receiver that has the first affinity value and a second receiver that has the second affinity value, by creating a first and a second attenuated data packet, whereby the two attenuation methods are determined by the first and the second affinity value, and whereby the router sends the first attenuated data packet to the first receiver with the first affinity value and the second attenuated data packet to the second receiver with the second affinity value.

Claim 5. (Original) A method according claim 1, whereby, when a data packet comprises a first and a second affinity value, whereby the first affinity value determines a greater attenuation of the payload of the data packet than the second affinity value, the router attenuates the payload of the data packet according to the first affinity value and sends the attenuated data packet to the receiver showing the first affinity value.

Claim 6. (Original) A method according to claim 1, wherein the data packet comprises video and audio data, wherein the data packet comprises a first and a second affinity value, wherein the first affinity value determines only the audio data to be transmitted by the router and the second affinity value determines only the video data to be transmitted by the router.

Claim 7. (Original) A method according to claim 1, wherein the data packets are used for sharing information at the same time with several hosts.

Claim 8. (Original) A method according to claim 1, wherein the data packets are used for sending different information to different hosts that are used for playing a computer game with several players and that the affinity values are used for selecting different information for different players.

Claim 9. (Original) A method according to claim 7, wherein the affinity values are used for determining different levels of information, i.e. depending on different virtual locations the players are in.

Claim 10. (Original) A method according to claim 1, wherein a UDP checksum of the data packet is compared with a predetermined value and the data packet is recognized as an attenuable data packet if the UDP checksum equals the predetermined value, wherein the data packet comprises an AP checksum and the AP checksum is calculated to such a value to get an UDP checksum that is equal to the predetermined value if the data packet should be

marked as an attenuable data packet.

Claims 11 – 13 (Cancel)

Claim 14. (Original) A method for transmitting a data packet in a communications network, said method comprising:
determining a receiver for said packet;
determining an affinity value for said packet;
attenuating a payload of said packet depending on its affinity value;
determining an affinity value assigned to said determined receiver; and
transmitting said attenuated packet to said receiver if said determined receiver has the same affinity value as said packet.